



**CAMPAIGN  
CREATOR.**

# Quick Reference Sheets

When planning your campaign or session, these quick reference sheets can aid in diversifying your games. When creating Quests or Encounters, read through these reference sheets to come up with new role-playing ideas. If every session is full of basic combat encounters the party may become bored. Perhaps an escort mission, heist or puzzle will mix things up a little and keep the party on their toes!



## 1. SLAY THE BEAST

Pick up a contract to slay a monster, or hunt for the beast that tore your friends apart. Perhaps fiends stalk the city streets at night, preying on the weak...

## 2. INFILTRATE & RESCUE

Use stealth and break into a prison to free a friend or a person of interest. Perhaps an NPC has been locked away by a monster far too powerful to confront...

## 3. PUZZLES & TRAPS

Can you bypass a guild's trip wires? Perhaps you come across a bandits' trap filled camp. Maybe you wish to try your hand at solving ancient puzzles...

## 4. ASSASSINATE TARGET

Take out a political figure or an adversary in the shadows. Perhaps a guild asks you to kill a popular nobleman. Can you make it look like an accident?...

## 5. DUEL OR COMBAT

Duel against someone who wronged you, or choose a side on the field of battle. Perhaps you become embroiled in a series of dangerous skirmishes...

## 6. ESCORT MISSION

Help an NPC reach their destination, or guard a shipment of goods. Perhaps the town mayor trusts you to escort his newly wedded wife to the city...

## 7. DEFEND LOCATION

Make your stand! Perhaps you fortify your base, prepare for an incoming assault, or, maybe, the town is under siege. Ready your spells and your weapons...

## 8. PLAN A HEIST

Scope out an art gallery, or take notes on the movements of the town guard. Perhaps you need to steal a priceless artifact to please your benefactor...

## 9. FIND OR FETCH

Seek out a resource or a person. Perhaps you need to find a magical item before an opposing adventuring party beats you to it, or search the land for a wanted man...

## 10. FIND A CURE

Find a way to cure an ailment, a curse or other such affliction. Perhaps a plague sweeps through the kingdom, or a family member has fallen prey to dark magic...

## 11. CHASE OR RACE

**R**un down your enemies with haste, or beat your opposition to a certain location. Perhaps you wish to test your horse or chariot in a literal race...

## 12. MAP THE LAND

**B**ecome a cartographer. Perhaps a local guild has asked you to venture into dangerous territory, and map it as best you can. Maybe you wish to find new lands...

## 13. DELVE IN THE DEEP

**V**enture into gloomy caves or delve into haunted dungeons. Perhaps you wish to find treasure, or answers in the deep. The foul things of the dark wait for you...

## 14. POLITICS & INTRIGUE

**B**ecome embroiled in backstabbing politics. Attempt to discover secrets or documents in order to oust those in power. Perhaps you wish to rule instead...

## 15. IMPERSONATE

**D**on your costume and learn to walk like a nobleman. Perhaps you infiltrate a royal wedding, or attempt to join a rival guild. You wear many masks...

## 16. INVESTIGATE

**D**o you fancy yourself a detective? Perhaps you wish to solve a string of murders, or search for clues in the night to prove your innocence of a grisly crime...

## 17. REST YOUR HEAD

**F**ind somewhere to get some well earned rest. Sleep, eat, and drink ale. Perhaps you wish to be productive and mend dented armour or restring bows...

## 18. ESCAPE DANGER

**F**lee from your last position. Perhaps an unbeatable force gives chase, or nature herself threatens you. Can your legs carry you to safety before they catch you?...

## 19. ON THE ROAD

**T**he road more traveled should be the easier route, but perhaps you attract unwanted attention, or suffer a wagon collision with some dangerous folk...

## 20. PRAYER & PENANCE

**V**isit the temple of your chosen deity. Perhaps you wish to make an offering, or pray for good luck in the battles to come, at the alter of the gods...

## 21. READ & RESEARCH

**S**pend some time delving into old tomes and doing some research. Perhaps you seek a lost location, or information on how to slay an immortal...

## 22. TRAIN OR TUTOR

**H**one your skills and practice; with your weapon or your mind. Perhaps you wish to find a teacher, and learn from them what you can before your next quest...

## 23. EARN SOME COIN

**W**ork a trade while in the city. Perhaps you wish to live a simpler life for a time, and work in the lumber mill or behind the bar at the tavern for pay...

## 24. VISIT THE TAVERN

**D**rink yourself into a stupor, play games, or gorge on roasted meat. Perhaps you seek employment, or information from the strange locals...

## 25. GATHER RESOURCES

**U**se the land to gain resources, to sell or to craft items. Perhaps you wish to start an alchemy set, or chisel out a number of statues from precious rock...

## 26. BUILD YOUR BASE

**T**ake some time to build a structure to call home. Perhaps you need to store your treasure, or simply wish to have a warm hearth when not on the road...

## 27. FIGHT IN THE ARENA

Enter the arena to earn fame and coin! Perhaps you feel your skill is of a level to take on the arena champion, or maybe you should begin with lesser enemies...

## 28. GAMBLING & GAMES

Bet some coin or join a local sports team. Perhaps you wish to play cards at the campsite, or come across a group jousting on the backs of strange beasts...

## 29. TRAVERSE THE WILD

Travel across the wilderness. Perhaps your next destination lies beyond a mountain range, a dark forest not fit for the weary, or the hot dunes of a desert...

## 30. MARKETS

You visit some strange market and explore the wares. Perhaps you wish to buy a new weapon, or pack provisions for your next venture into the wild...

## 31. ATTEND THE EVENT

Put on your fancy clothes and put your weapons away. Perhaps you wish to catch a show, or drink with pompous nobles at the masquerade ball and dance...

## 32. CRAFT NEW ITEMS

Spend your time crafting new items for your adventurer's pack. Perhaps you wish for a new blade or poisoned arrows. You could carve an idol of your patron...

## 33. DREAD & HORROR

Add an element of terror. Perhaps the ghost of an old resident haunts the manor, or a nearby necromancer raises the recent dead to wreak havoc in town...

## 34. GUILDS & ALLIANCES

Add guilds, factions and mercenaries. Perhaps you wish to join a guild to learn certain skills, or maybe you need strong allies for the fights to come...

## 35. FIGHT TO SURVIVE

Add an element of survival. Perhaps monsters are far deadlier here, or resources are fewer and hard to come by. Death is a sure thing in this world...

## 36. FACE YOUR DEMONS

Add an element of internal struggle. Your past catches up to you, or your dark acts set in motion a chain of awful events. Will your flaws define you?...

## 37. SAIL THE SEAS

Add nautical elements. Perhaps you travel between the islands of an archipelago, or fight pirates within sunken tombs. Let compass and stars guide you...

## 38. SAIL THE SKIES

Explore the skies. Perhaps you steal an airship to reach a long forgotten magical island in the clouds. Maybe winged creatures can be trained as pets...

## 39. ASH & SAND

Add dry deserts and volcanic peaks. A burning sun bakes the land. Long dried canyons wind like snakes across the cracked plains. Shade is hard to come by...

## 40. PORTALS & PLANES

Add elements of interdimensional travel. Leap through portals to other worlds, or traverse planar landscapes of alien origin. Will you ever reach home...

## 41. WEALTH & POVERTY

Add elements of riches, poverty, or a great wealth gap. Perhaps the poorer class are planning an uprising. Maybe those in power no longer prosper...

## 42. LAWS & JUSTICE

Add elements of law and order. Perhaps you wish to bring criminals to justice, or want to avoid law enforcers altogether. Law or chaos? Maybe crime does pay...

## 43. MOUNTAINS & GLACIERS

Add high peaks and snow-filled ravines. Perhaps the campaign takes place in a freezing climate, snowfall heavy and winter furs. The tundra stretches far...

## 44. VERDANT & DAMP

Add forests, swampland or jungles. Heavy rainfall, humidity, strange plant-life. Perhaps a tide of green growth threatens to wrap the world in its roots...

## 45. FOLKLORE & MAGIC

Add elements of folklore and myth. Perhaps the Fey wander the woods, or tales of a headless rider are rife in the taverns. The old magic stirs in the dark...

## 46. MAN VS NATURE

Add an element of natural disaster. Perhaps a great storm is uprooting trees or flooding the streets. An earthquake may cause the town to crumble...

## 47. LOVE & ROMANCE

Add romantic elements. Perhaps the kingdom falls into civil war, due to the forbidden love of a ruler's offspring. Maybe an evil rises to avenge its lover...

## 48. PATRIOTISM

Add elements of patriotism. Perhaps you are loyal to your people and fight for king and country. An overly patriotic villain may think themselves the hero...

